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NOTE

This staple temporarily holds the schematic package together. Remove the staple before using these schematics.

# **Vindicators**<sup>™</sup>

# **Schematic Package**

**Supplement to the Operators Manual** 

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Table 1 Faulty RAM Locations					
RAM Type	Location	Video Display Character- istic on Game PCB			
Upper PF/MO	2M	Background color is dark green and foreground is bright blue.			
Lower PF/MO	1N	Background color is dark green and foreground is bright blue.			
Upper AL/CPU	1M	Background color is dark brown and foreground is light blue.			
Lower AL/CPU	2N	Background color is dark brown and foreground is light blue.			
Upper Color RAM	18K	Reddish or brightly colored.			
Lower Color RAM	16K	Blues and greens will be the prevalent colors.			

Table 2 Faulty Upper or Lower Main ROM Locations				
<b>Location on Game PCB</b>				
L=2D				
L=2F				
L=2K				

Table 3 Faulty Sound RAM and ROM Locations				
Error Message	Location on Stand-Alone Audio PCB/Cause			
Music Chip Time Out	2F			
Sound CPU Interrupt Error	2F, 5K, Transistor Q8			
Sound CPU RAM 1 Error	2H			
Sound CPU ROM 1 Error	If displayed when entering test, then sound processor cannot run further. Press Fire button to obtain next test.			
Communications Error #1	1M Will count number of errors caused by either the Stand- Alone Audio PCB or Game PCB. This error message usu- ally means that the chip no. 137526-001 on either of these two boards is bad or is loose in its socket.			
Communications Error #2	A probable disconnection of the Stand-Alone Audio PCB from the Game PCB, or the chip at 1M is not inserted into its socket.			
Sound Processor Not				
Responding	A major problem with the Audio PCB. If you cannot enter the self-test, the cause may be a harness disconnection between the Audio and Game PCBs.			

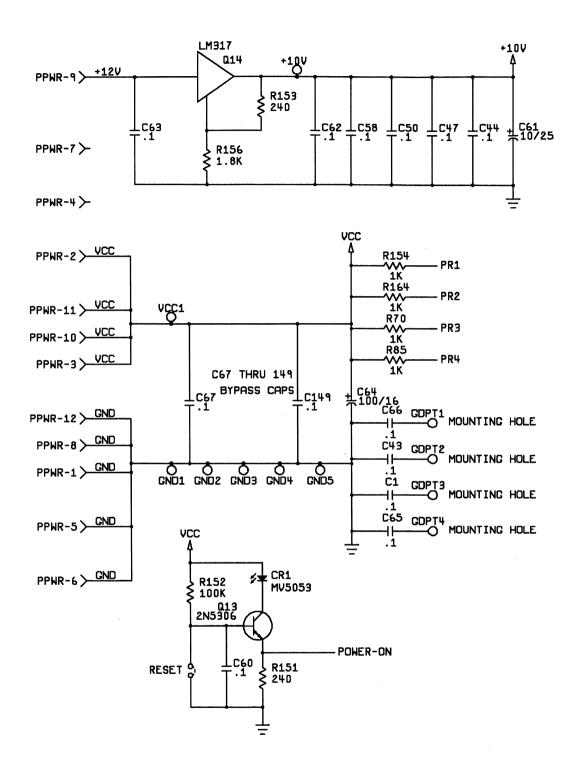
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## Vindicators™ RAM/ROM Error Tables



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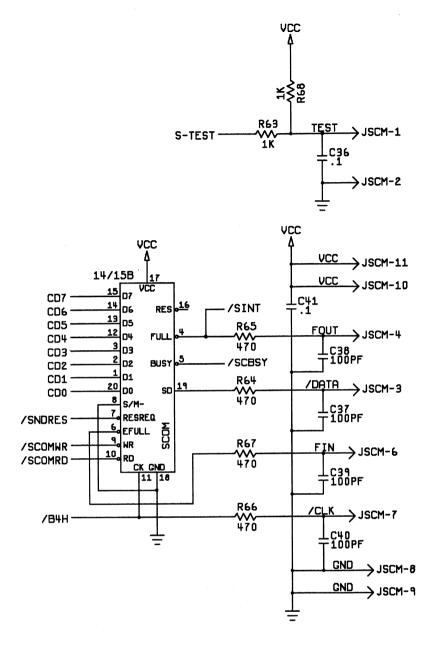
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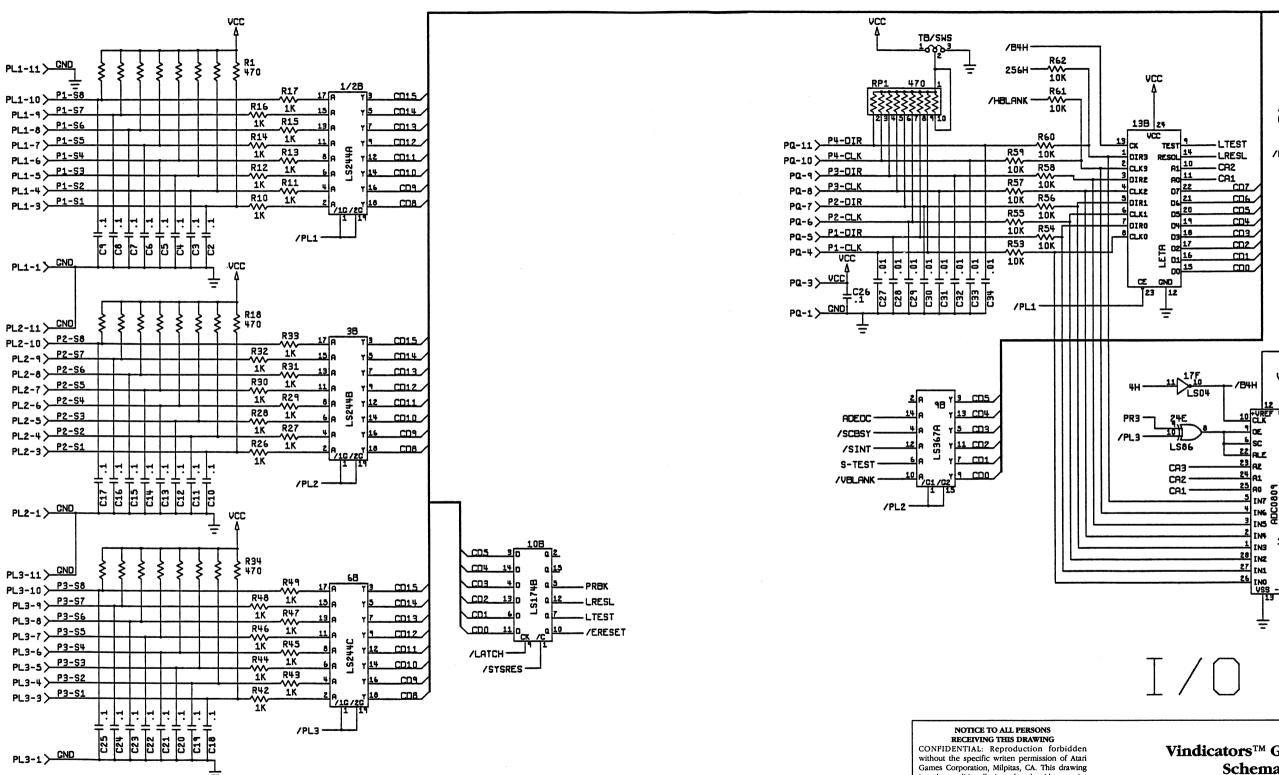
## **Vindicators™ Game PCB Assembly Schematic Diagram**



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## Vindicators™ Game PCB Assembly Schematic Diagram



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/SCOMRD

-/PL3

-/PL1

150

R52

ADEDC

CD7

CD6

CD4

CD2

- CD1

\_/SCOMWR

-/SNDRES

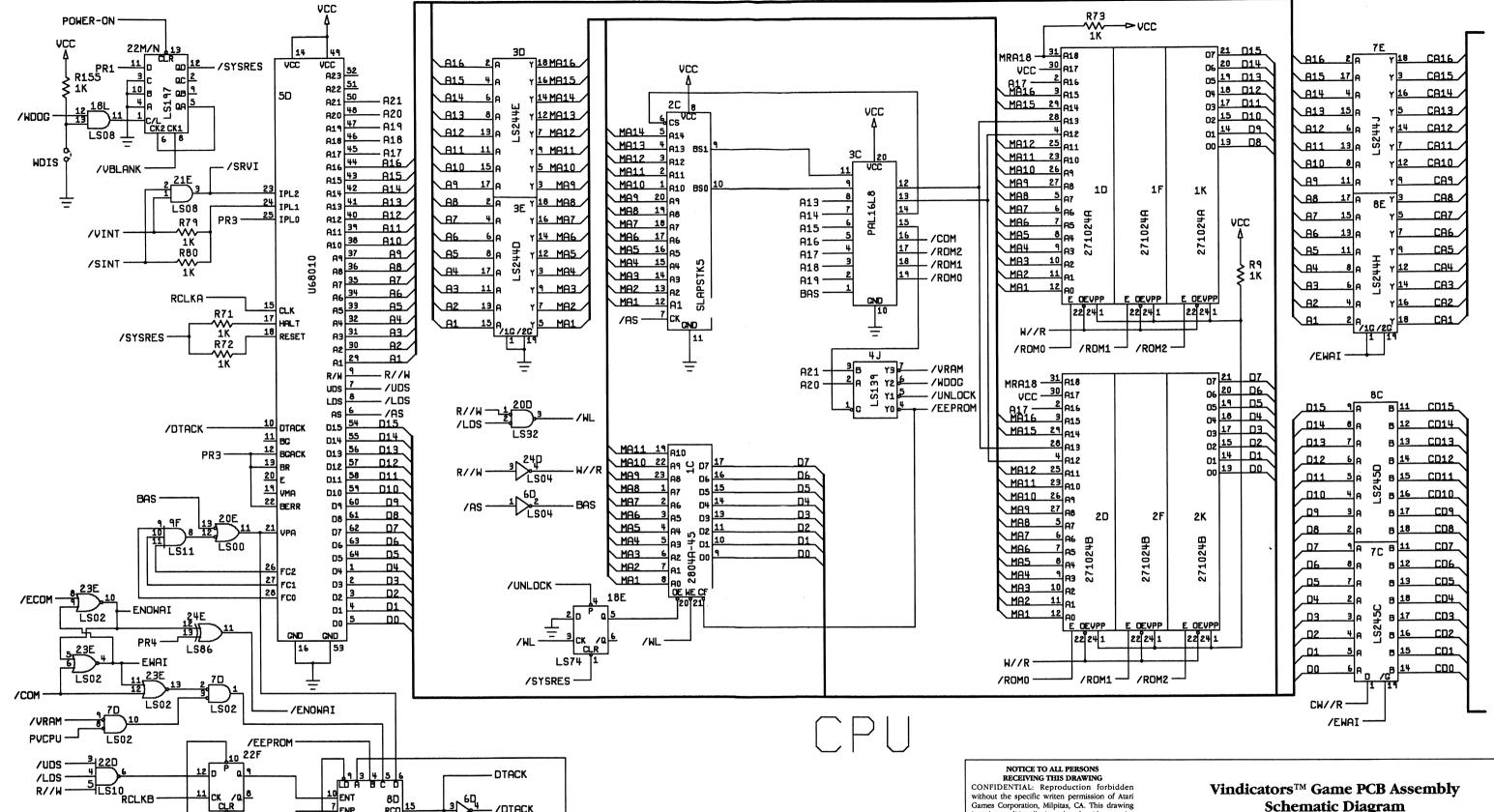
/CIO-

3 SELC Y2 13 2 SELB Y1 14 1 SELB Y0 15

CA16

/CA20 -

CR5 -



7 ENP

LS163A

/COM

LS02

CK QA QB QC QD

S74

PR4

/DTACK BAS

RCLKA:

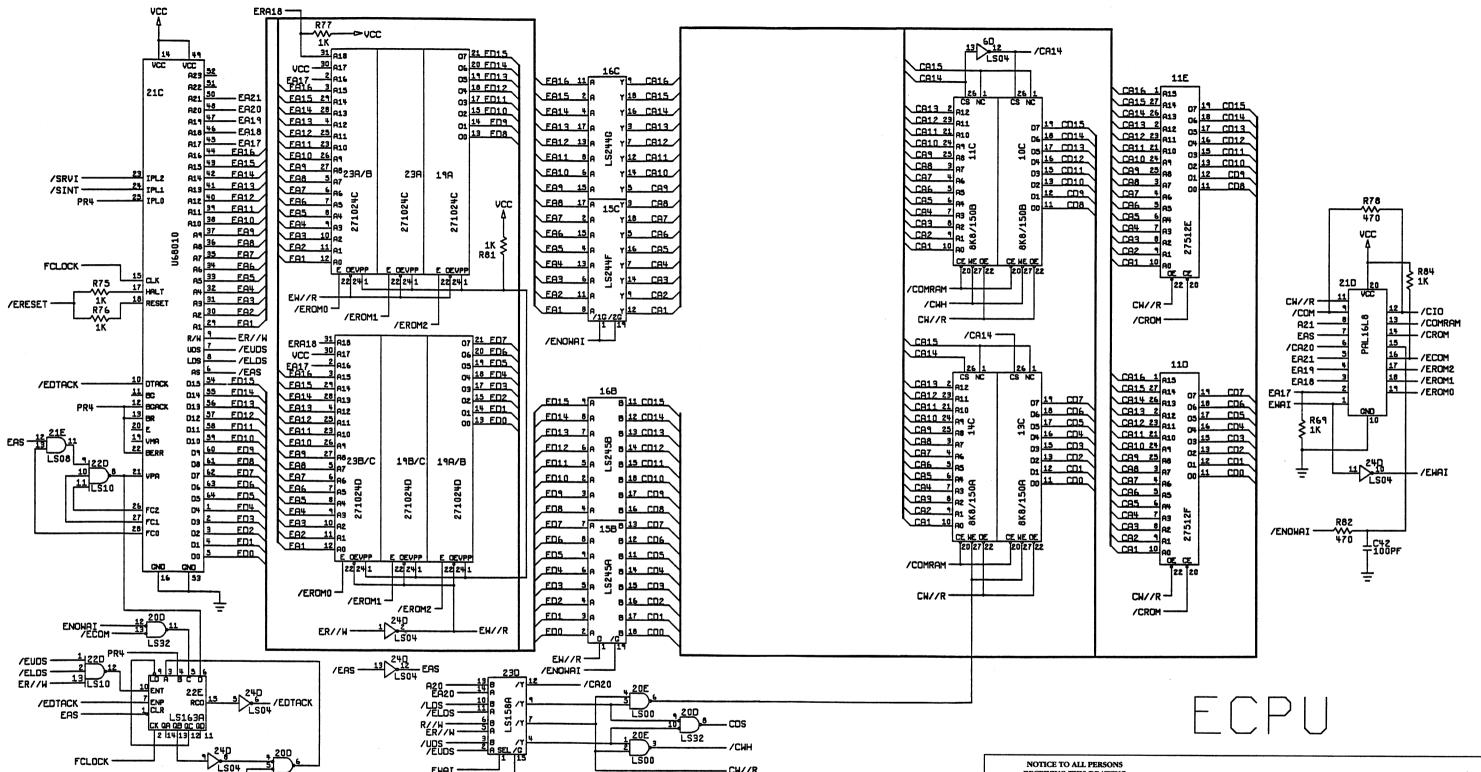
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# **Schematic Diagram**



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- CW//R

EHAI

LS32

/ECOM -

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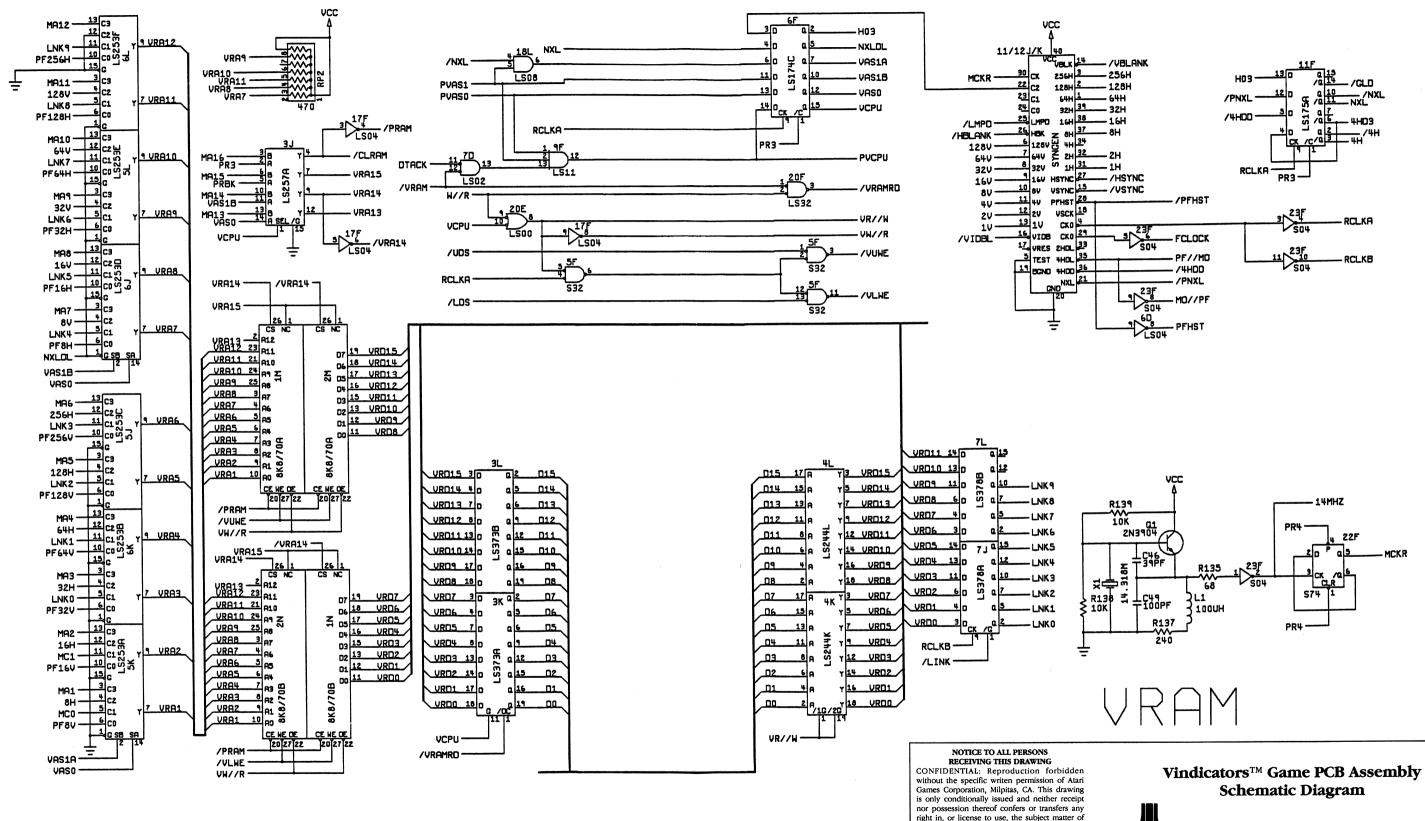
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### Vindicators™ Game PCB Assembly **Schematic Diagram**



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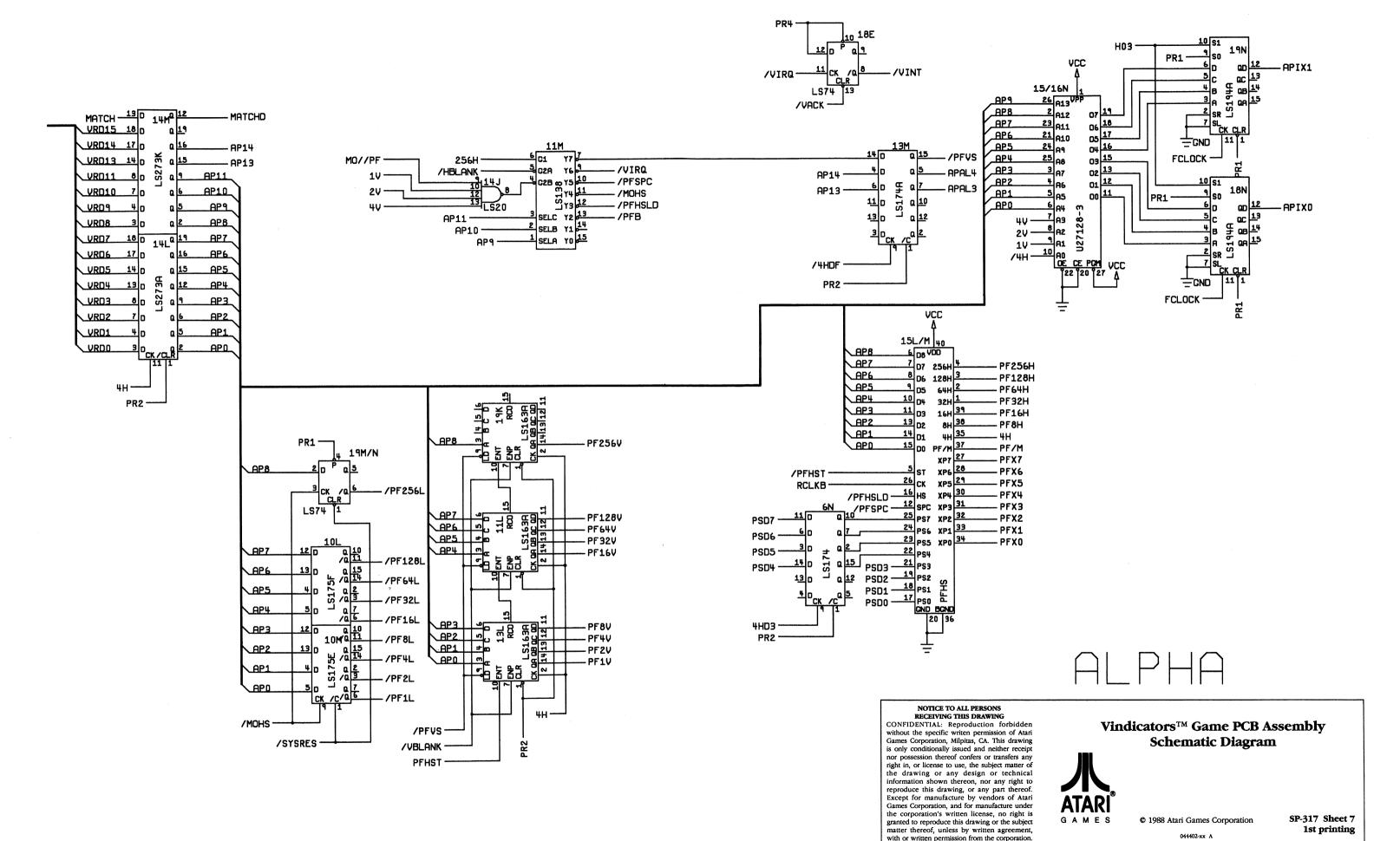
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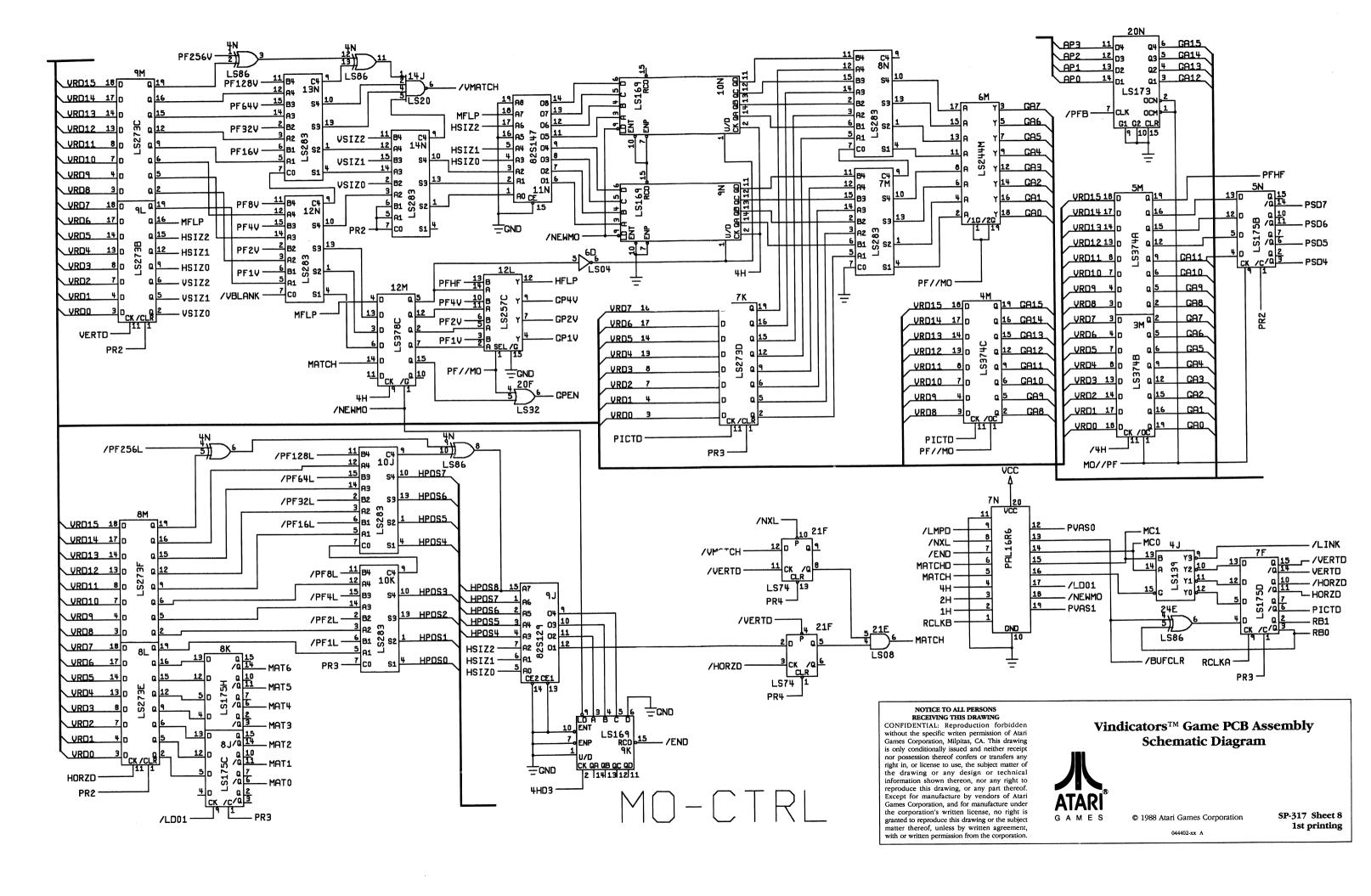
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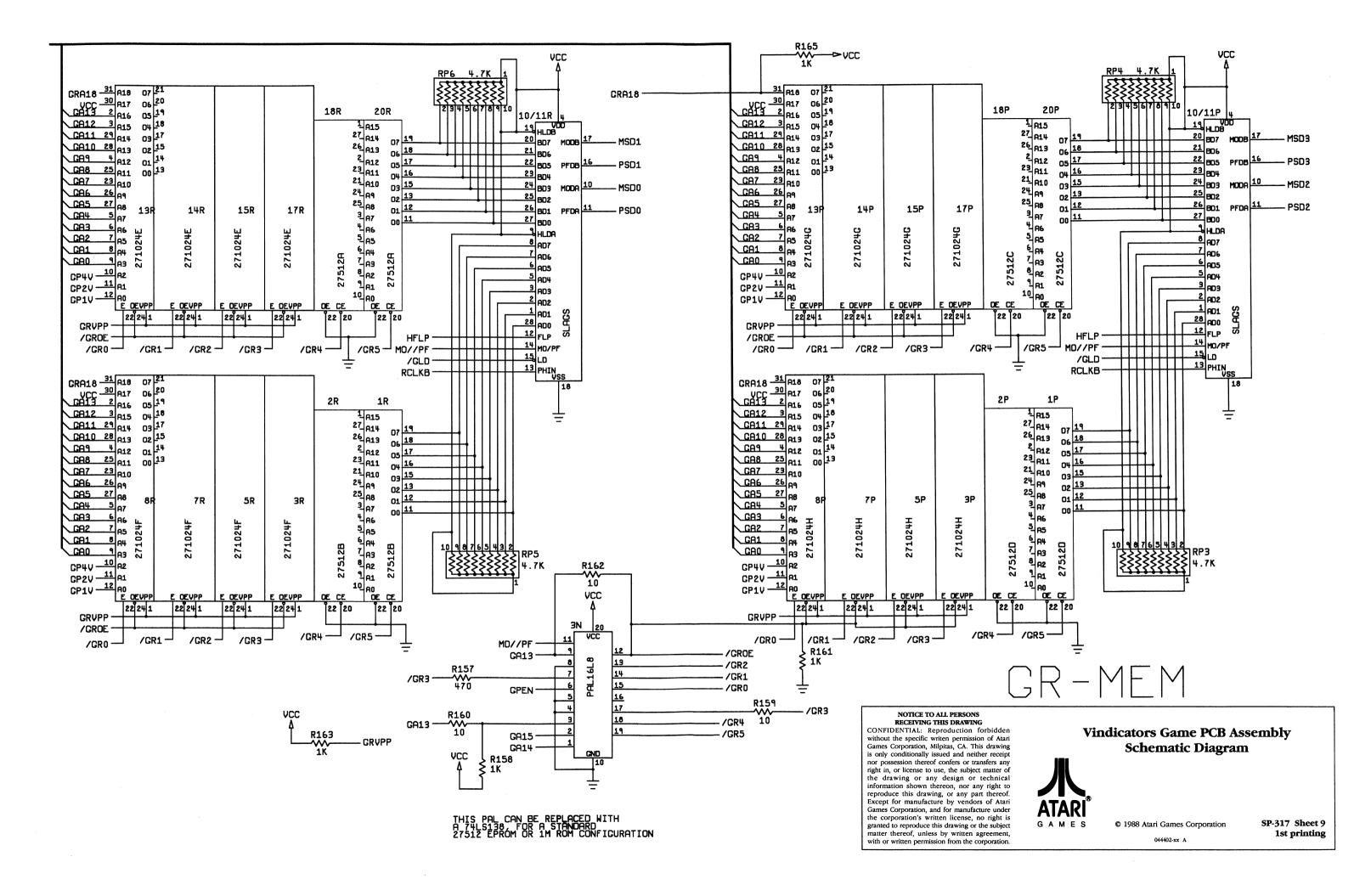
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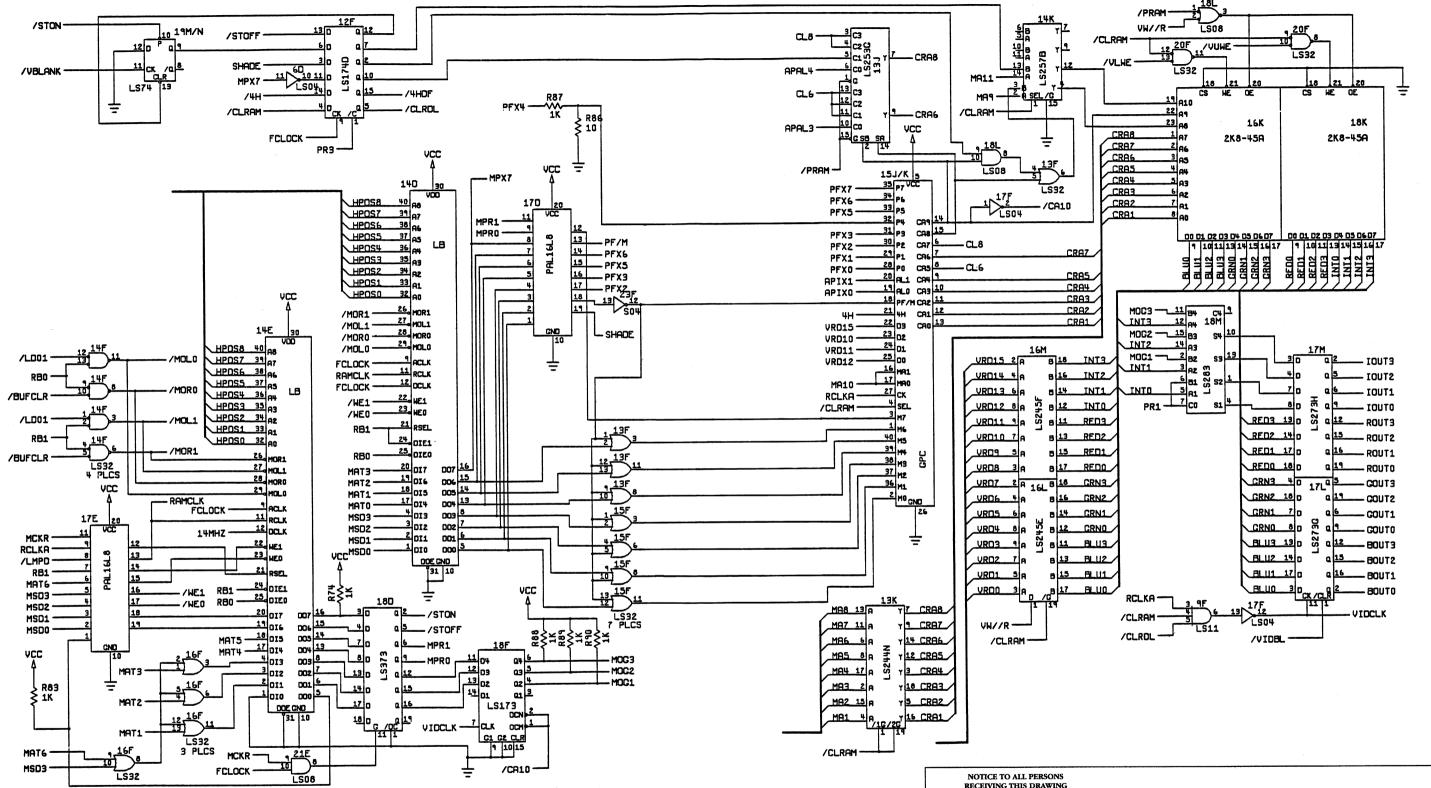
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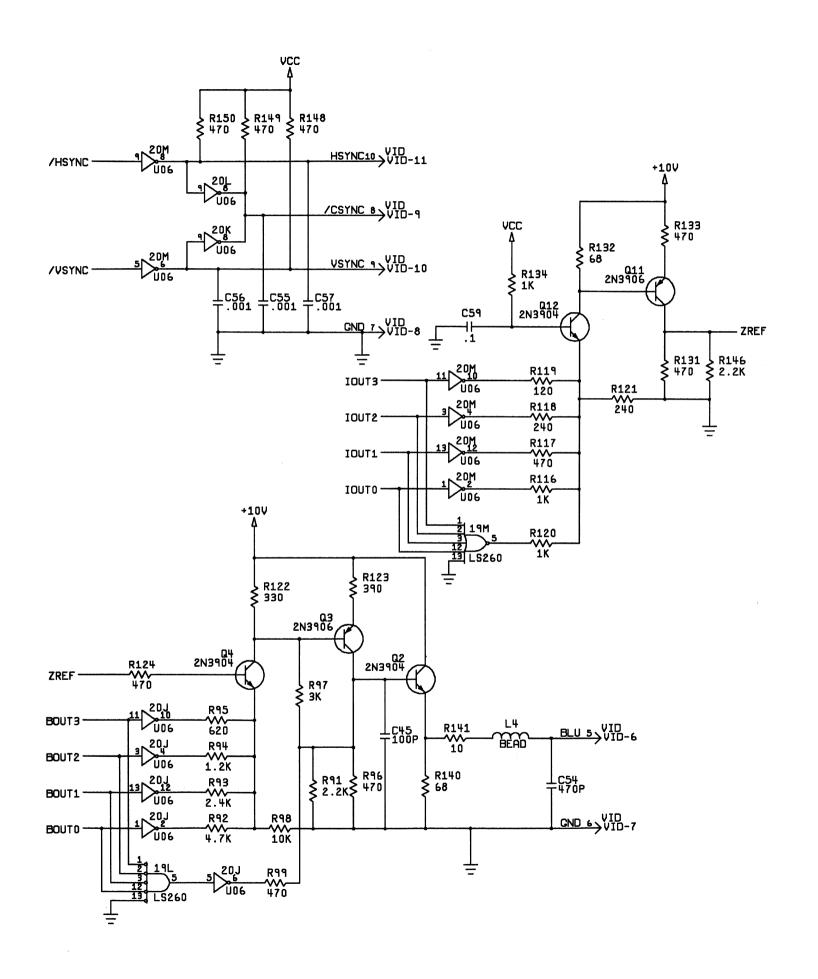
# Vindicators™ Game PCB Assembly Schematic Diagram

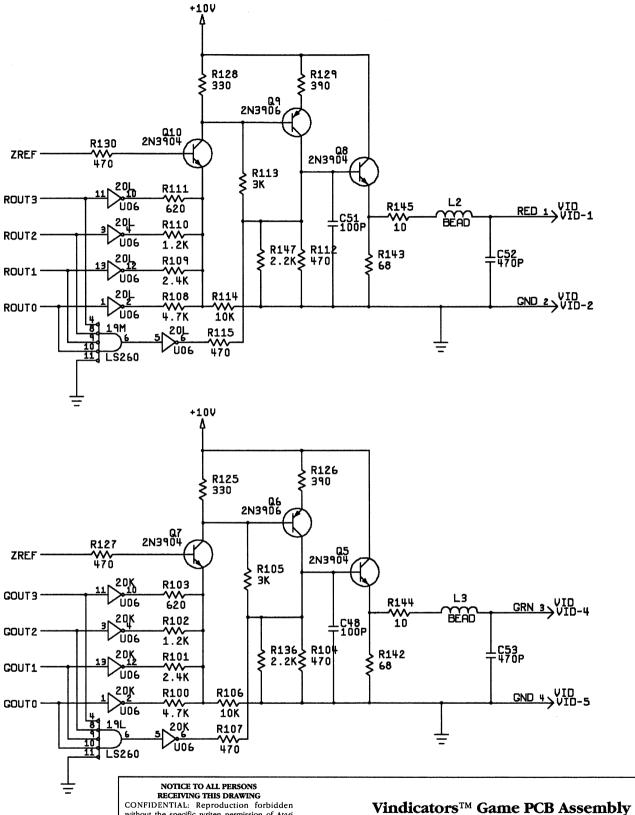


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**Schematic Diagram** 

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DESCRIPTION	ADDRESS	R/W	DATA
Program ROM	000000-05FFFF	R	D15-D0
EEPROM	0E0001-0E2FFF	R/W	D7-D0
UNLOCK EEPROM	1F0000	W	
Player 1 Input Player 2 Input Player 3 Input	260000 260010 260020 Player Inputs:	R R R	D8-D15 D8-D15 D8-D15
	гшует тұшы.		D15 (Switch 1) D14 (Switch 2) D13 (Switch 3) D12 (Switch 4) D11 (Switch 5) D10 (Switch 6) D9 (Switch 7) D8 (Switch 8)
VBLANK Self-Test SCOM Input Buffer Full (@ 260030) SCOM Output Buffer Full (@ 360030)	260010 260010 260010 260010	R R R	D0 D1 D2 D3
Read Sound Processor (SCOM)	260030	R	D0-D7
Watch Dog	2E0000	W	xx (128 msec. timeout)
Video Interrupt Acknowledge	360000	W	xx
Sound Processor Reset	360020	W	xx
Write Sound Processor (SCOM)	360030	W	D0-D7
Playfield RAM Motion Object RAM Alphanumerics RAM SLIP pointers Working RAM	3F0000–3F1FFF 3F2000–3F3FFF 3F4000–3F4FFF 3F4F80–3F4FFF 3F5000–3F7FFF	R/W R/W R/W R/W	D15-D0 D15-D0 D15-D0 M.O. link pointers D15-D0
Color RAM Alpha Color RAM Spare Color RAM Spare Color RAM Motion Object Color RAM Playfield Color RAM Playfield Shadow Color RAM Spare	3E0000–3E01FF 3E0080–3E00FF 3E0180–3E01FF 3E0200–3E03FF 3E0400–3E05FF 3E0600–3E07FF 3E0800–3E0FFF	R/W R/W R/W R/W	D15-D0 D15-D0 D15-D0 D15-D0 D15-D0 D15-D0 D15-D0

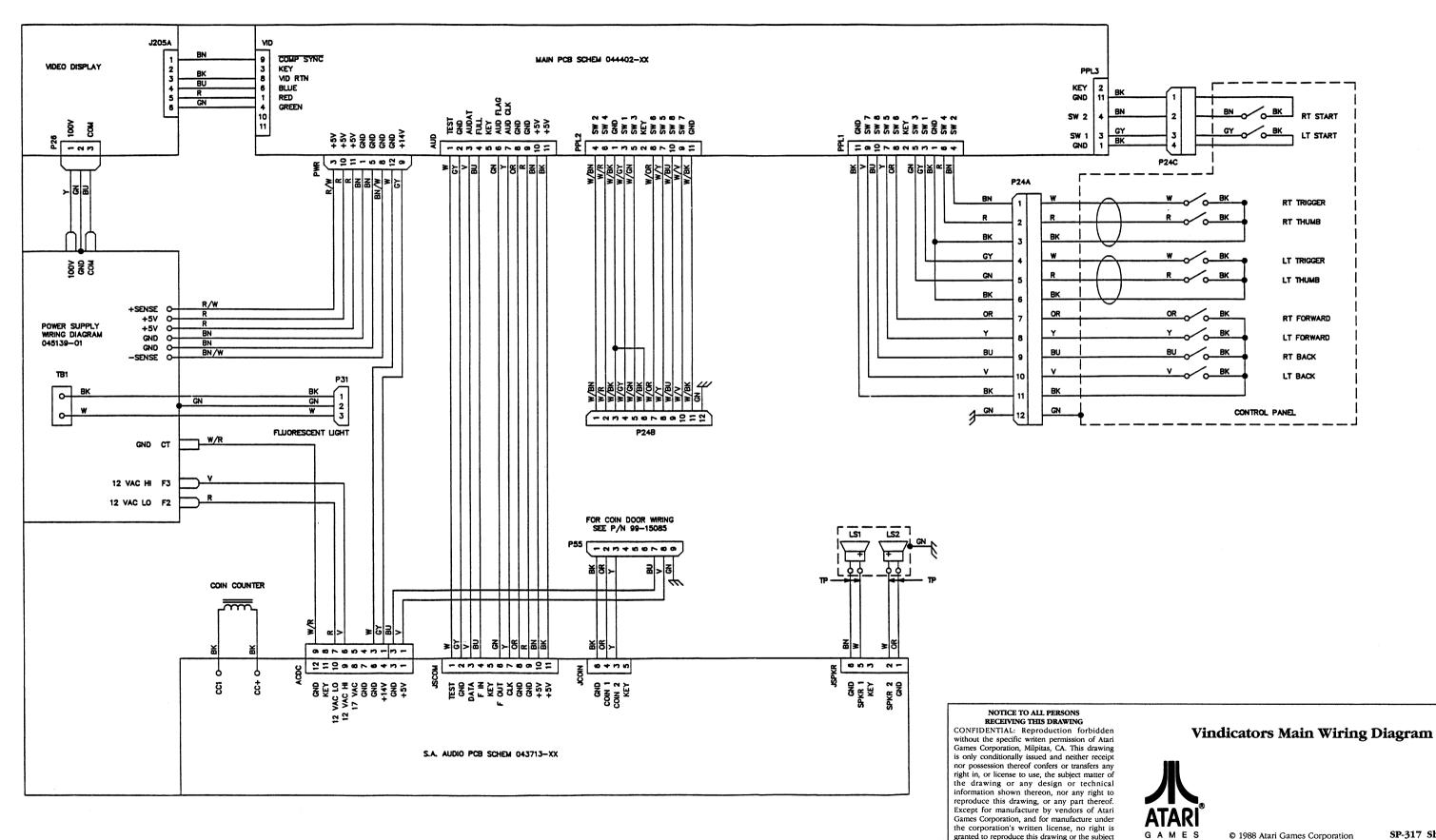
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## **Vindicators Memory Map**



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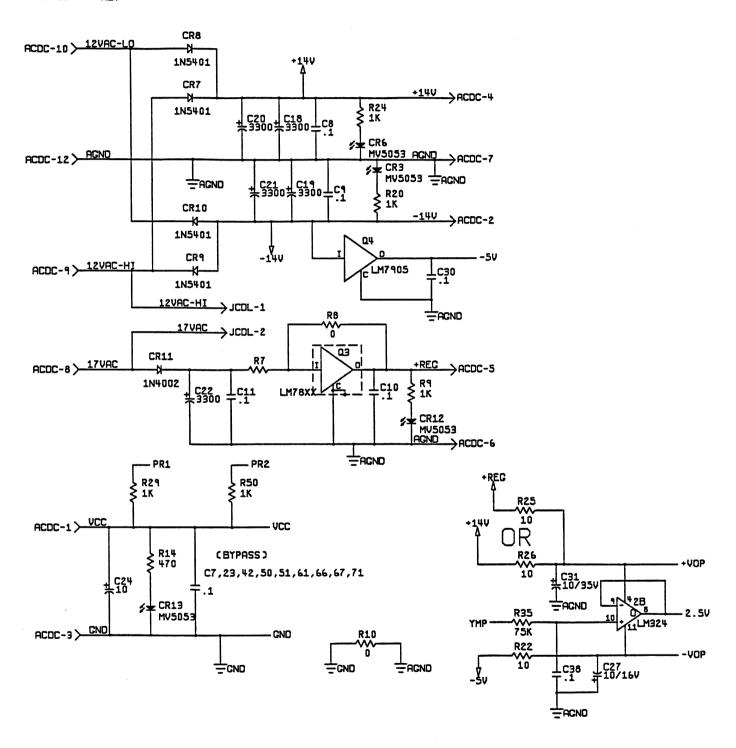
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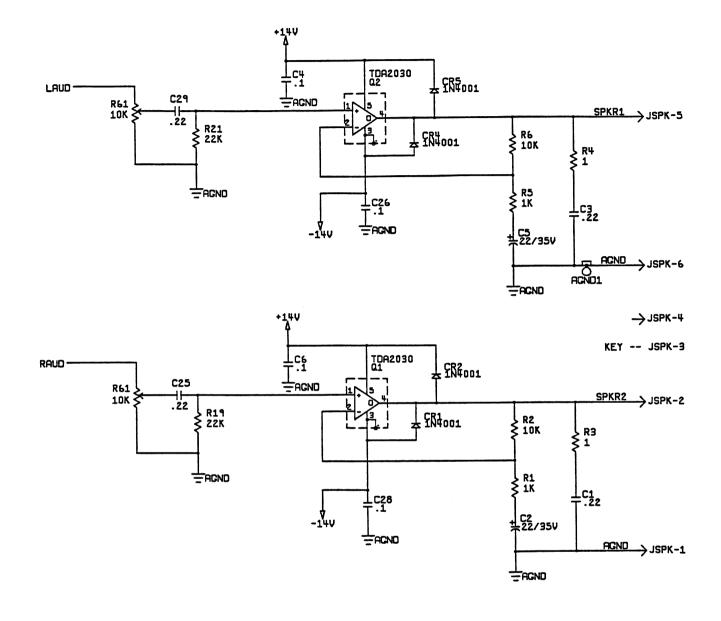
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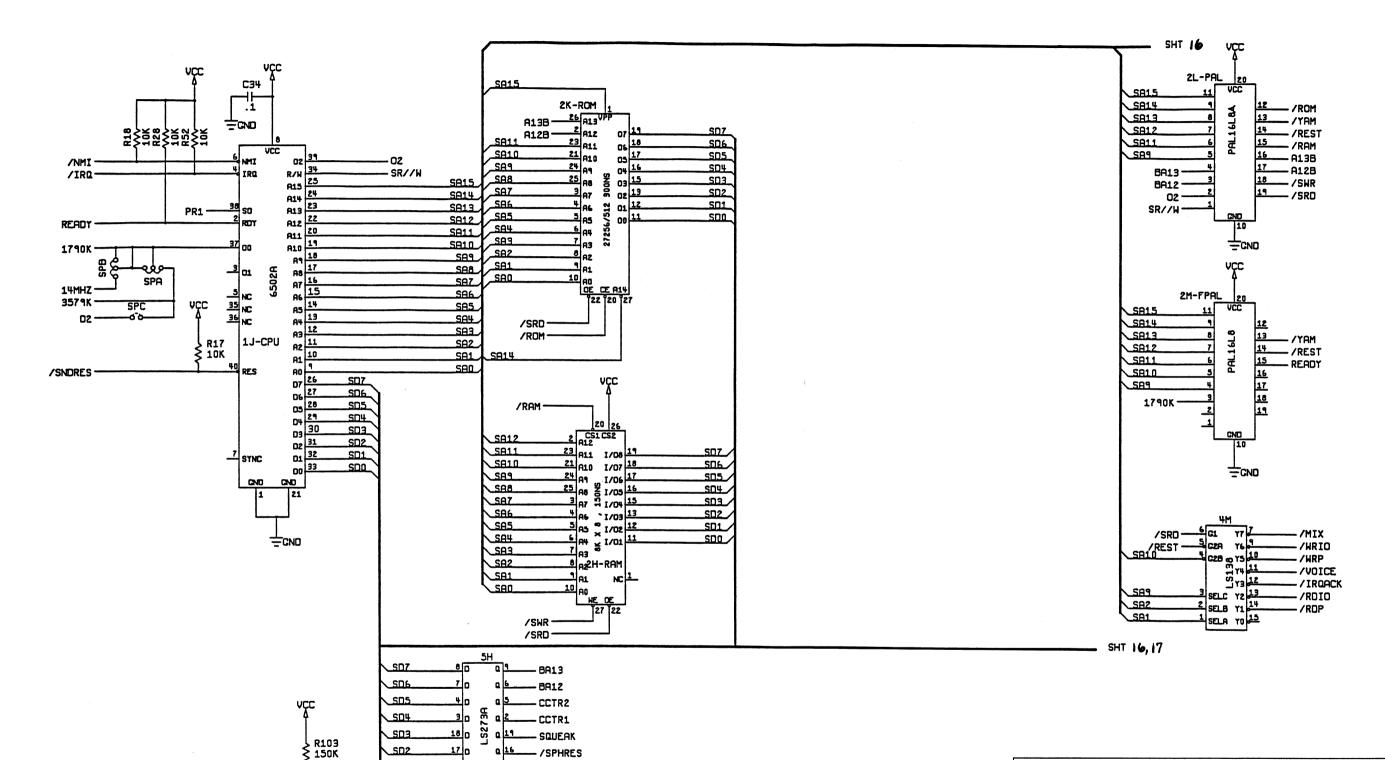
## Stand-Alone Audio PCB Assembly Schematic Diagram



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SD1

亡CND

/WRIO-

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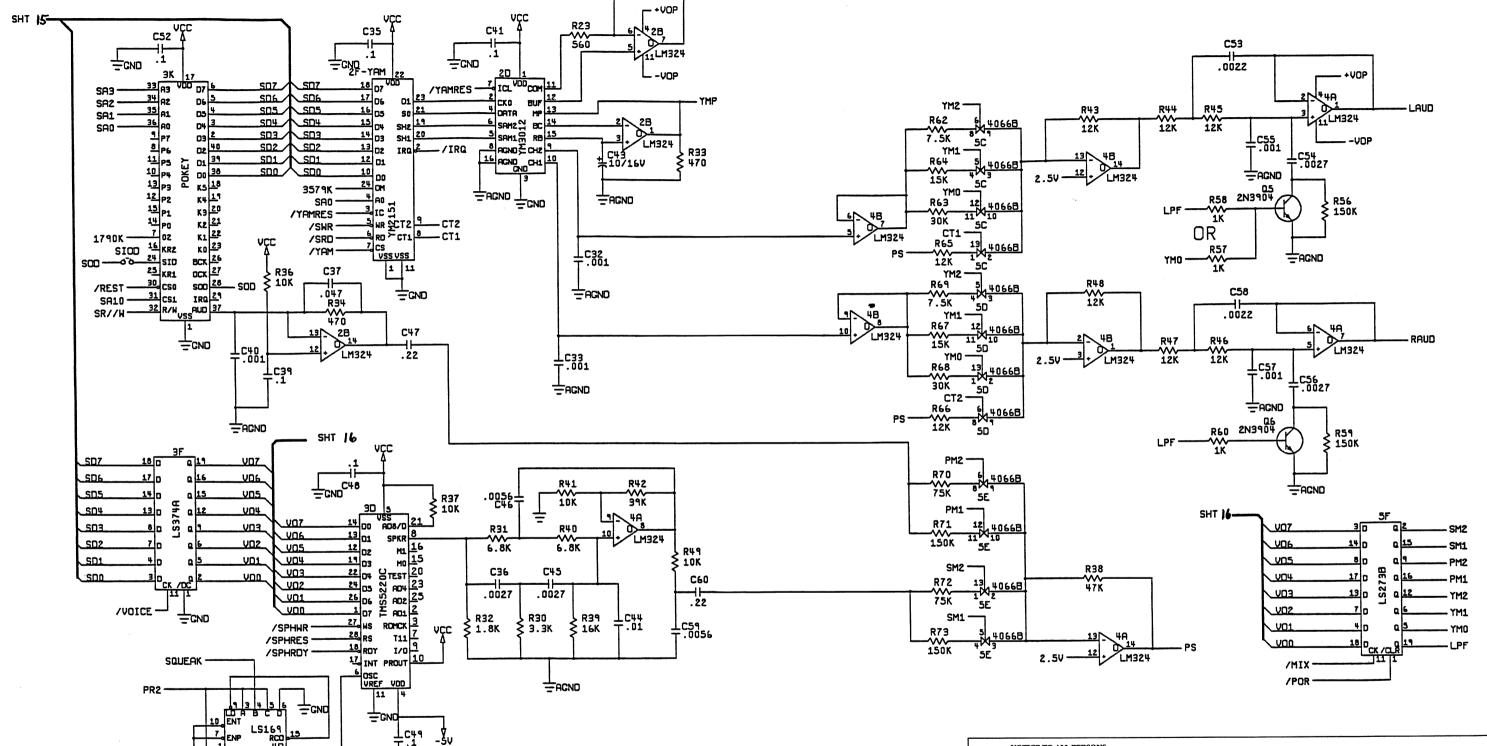
# Stand-Alone Audio PCB Assembly Schematic Diagram



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CK OR OB OC OD

3579K

±GND

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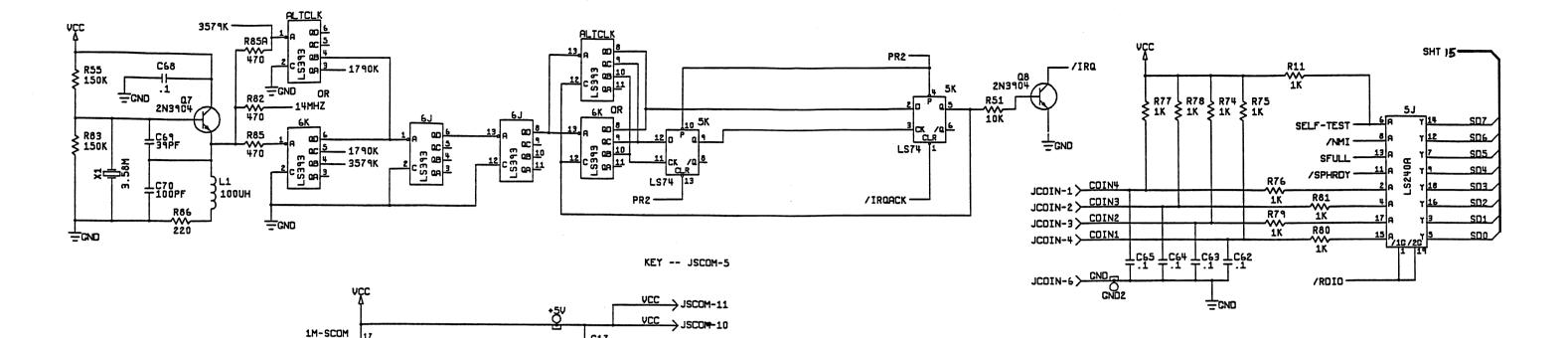
# Stand-Alone Audio PCB Assembly Schematic Diagram



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→ JSCOM-9

 $\xrightarrow{\text{GND}}$  JSCOM-8

/DATA JSCOM-3

FOUT JSCOM-6

/CLK JSCOM-7

FIN JSCOM-4

GND JSCOM-2

SELF-TEST JSCOM-1

±CND

上C13 十100PF

±GND

=GND

上C16 〒100PF

=GND

上C14 十100PF

CND1

/SNDRES

/NMI

SFULL

SELF-TEST

13 D5

8 S/M-RESREQ

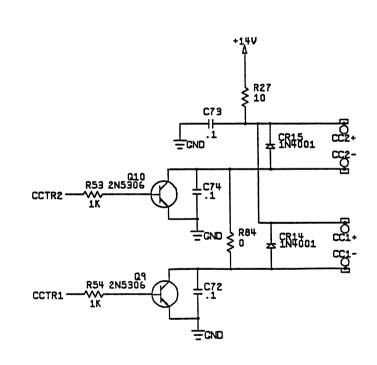
6 EFULL YOUR HR SS

/HRP

/RDP

BUST

**=GND** 



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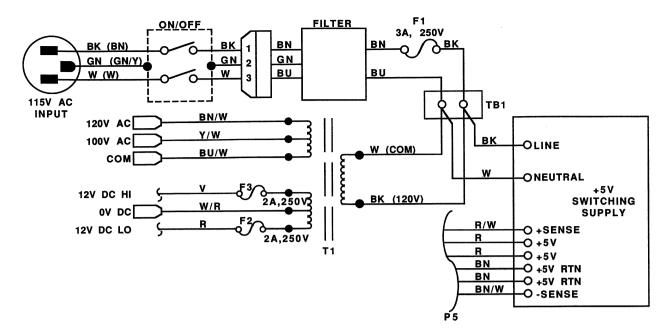
# Stand-Alone Audio PCB Assembly Schematic Diagram



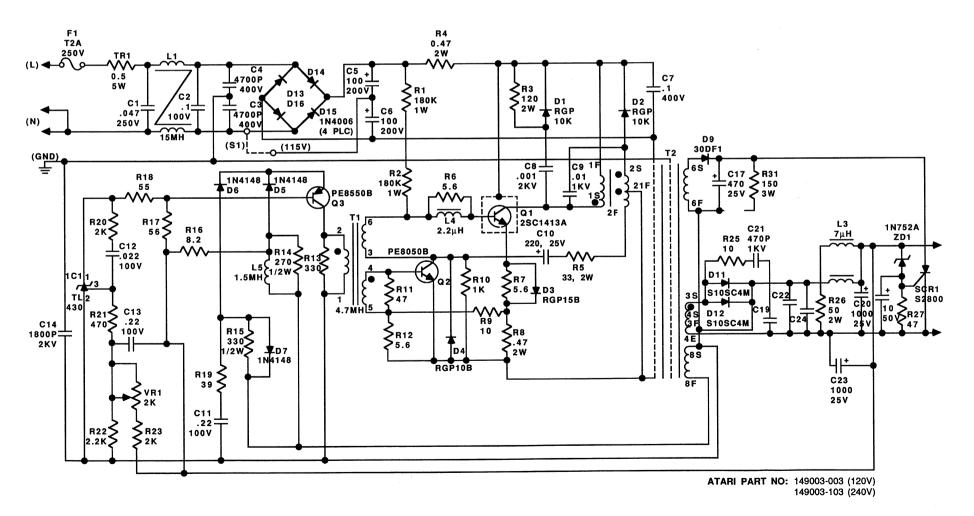
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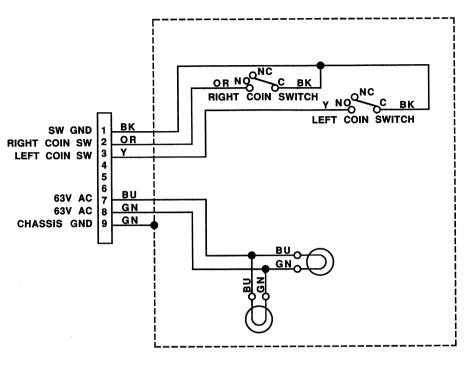
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Switching/Linear (SL) Power Supply



Hitron 5V 10A Switching Power Supply



Coin Door Wiring Diagram

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Wiring Diagrams for Switching/Linear (SL) Power Supply, Hitron 5V 10A Switching Power Supply, and Coin Door

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